

Written and Formatted for Readers Theater/Choral Reading By Lois Walker

## **BEAT AND RHYTHM**

To find the proper rhythm, first read-aloud and clap through the text as you go. Each underlined word or word part falls directly on a beat. As you read, clap on each underlined word, keeping the rhythm steady. Be careful not to read too fast! This is a rehearsal technique and readers will not clap throughout these sections during performance. Once the readers understand the rhythm patterns and flow of the piece, they can start to experiment with varying tempos, volumes, emphasis, inflections, etc.

The script is flexible and is formatted so that you can use only 4 solo readers to perform the entire script or up to as many as 28 solo readers. Simply pencil in additional readers as the script goes along. You can probably give parts to your entire class, depending on how you decide to divide the reader lines. You'll see that reader numbers have been left blank after the initial 4. Please fill them in, according to your class size and needs.

## **ONOMATOPOEIA**

This script was written to include a large number of "onomatopoeia words". Onomatopoeia is defined as:

- (1) The naming of a thing or action by a vocal imitation of the sound associated with it (as buzz, hiss).
- (2) The use of words whose sound suggests the sense.

The challenge: To read-aloud the "onomatopoeia words" in such a way that they truly imitate the associated sounds. If you take time to make this happen, you have the chance to create an exceptional performance!

A Readers Theater Script in Rhyme for Intermediate to Advanced Readers

## **BASKETBALL**

All the "onomatopoeia words" found in this script are meant to recreate the atmosphere of a crowd watching a high school basketball game.

ALL: The game -

The game -

From the start!

READER 1: Tweet, tweet – a whistle <u>bleating</u>,

READER 2: Ka- $\underline{\text{thum}}p$  – all hearts are  $\underline{\text{beat}}$ ing.

READERS 1,2: Swaying to the beat of two high school bands,

Syncopated music, coming from the stands.

READER 3: Then <u>quickly</u> through a <u>door</u>, squeaky <u>sneak</u>ers

rush by.

READER 4: The <u>crowd</u> starts to <u>screech</u>, the <u>crowd</u> starts

to cry.

READERS 3,4: Tweet, <u>tweet</u> – a whistle <u>bleating</u>,

Ka-<u>thump</u> – all hearts are <u>beating</u>.

ALL: The game -

The game -

From the start!

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A Readers Theater Script in Rhyme for Intermediate to Advanced Readers

ALL: The <u>ball</u> -

The <u>ball</u> -

On the <u>fly</u>.

READER A <u>flip</u>, a <u>toss</u>, a <u>flick</u>ing

READER A <u>touch</u>, a tap, off-<u>tipping</u>.

READERS The <u>crowd</u> grows <u>breath</u>less, all <u>eyes</u> on the

floor.

Whiz, <u>catch</u>, dribble, <u>run</u> – high-<u>hop</u>ing to

score!

READER <u>Yes</u> it begins – tweet, ka-thump, tap, run,

READER And whatever happens now can't be undone.

READERS A flip, a toss, a flicking

A <u>touch</u>, a tap, off-<u>tipping</u>.

ALL: The <u>ball</u> -

The ball -

On the <u>fly</u>.

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ALL: The play -

The play -

To execute.

READER Shuffle, <u>bump</u> - into po<u>si</u>tions,

A Readers Theater Script in Rhyme for Intermediate to Advanced Readers

READER Analyze the court conditions.

READERS The <u>point</u> guard <u>moves</u> on <u>down</u> the <u>floor</u>,

READER Pass, toss, snatch – looks around to

explore.

READER They <u>set</u> up their <u>offense</u>, <u>focus</u> on their <u>goal</u>,

Wait for the screen, then do the pick and roll!

READERS Shuffle, <u>bump</u> - into po<u>si</u>tions,

Analyze the court conditions.

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ALL: The <u>play</u> -

The play -

To execute.

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ALL: The <u>score</u> -

The score -

Climbs on high.

READER Growl, <u>bump</u>, hustle, <u>scoot</u>,

READER Move, wriggle, jump, shoot.

READERS The path is clear and here's the scoop:

That path leads hard - right to the hoop!

A Readers Theater Script in Rhyme for Intermediate to Advanced Readers

READER Now <u>watch</u> the <u>ball</u> and <u>watch</u> the <u>dunk</u>.

READER Goes '<u>round</u> the <u>rim</u>, and <u>then</u> – ker<u>plunk!</u>

READERS Growl, <u>bump</u>, hustle, <u>scoot</u>,

Move, wriggle, jump, shoot.

ALL: The <u>score</u> -

The score -

Climbs on high.

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ALL: <u>Crowd</u> -

The crowd -

Goes wild.

READER Scream, <u>clap</u>, roar, <u>rat</u>tle,

READER We're <u>heading</u> off to <u>battle!</u>

READERS <u>Cheer</u>leaders <u>bounce</u> and <u>swamp</u> the <u>court</u>,

<u>Leading cheers</u> of <u>every sort</u>.

(Cheerleaders below):

**SMALL** 

ENSEMBLE: "Everybody <u>yell</u> - "GO, FIGHT, <u>WIN!</u>

Hey - hey let's do it again!"